

# Inaudible Melodies

by  
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## Intro Part 1

F#	C#7	D#m	Bb	B	F#	G#7
A 1-----x-4---x-1----1h4p1---1--x-1--x-2-2h4p2-----2-x-1-x-3--						
E 2-2h4p2---2---x-4---x-1h2-----2---x-1--x-2-----2---x-2-x-2--						
C 1-----2-----x-5---x-1h3-----x-2--x-3-----x-1-x-3--						
g 3-----x-4---x-1h3-----x-3--x-4-----x-3-x-1--						

## Intro Part 2

### Phrase 1

A -----3/6-3/6-----
E 0-1-2-----2-5p2-2-----
C -----2-----2-----
g -----2/5-2/5---2-----2---2-0---0--

### Phrase 2

A -----3/6-3/6---2b3--0-----0h2---2-0---
E 0-1-2-----2-----
C -----3/6-3/6-----
g -----

### Phrase 3

A -----3/6-3/6-----3-----
E 0-1-2-----2---5b--0---3-----
C -----3/6-3/6---2-----4-----
g -----2-----3-----

### [Verse 1]

F#  
Brushfire fairytales  
B  
Itsy bitsy diamond rings  
F#  
Big fat hurricanes  
B  
Yellow belly given names  
C#  
Well shortcuts can slow you down  
B  
And in the end we're bound  
F# C#7  
To rebound off of we

F#  
Well dust off your thinking caps  
B  
Solar powered plastic plants  
F#  
Pretty pictures of things we ate  
B  
We are only what we hate  
C#  
But in the long run we have found  
B  
Silent films are full of sound  
F# C#7  
Inaudibly free

[Chorus]

F# Bb  
Slow down everyone you're moving too fast  
B G#7  
Frames can't catch you when you're moving like that  
F#  
Inaudible melodies  
Bb  
Some narration or strategies  
B  
Unobtrusive tones  
G#7  
Help to notice nothing but the zone  
F#  
Of visual relevancy  
Bb  
Framelines tell me what to see  
B  
Choppin' like an axe well  
G#7  
Maybe eyes insteadShould just relax  
F# Bb  
Slow down everyone you're moving too fast  
B G#7  
Frames can't catch you when you're moving like that

[Bridge]

F#  
Well Plato's cave is full of freaks  
Bb  
Demanding refunds for the things they've seen  
B  
I wish they could believe  
G#7  
in all the things that never made the screen and just

[Chorus]

F# Bb  
Slow down everyone you're moving too fast  
B G#7  
Frames can't catch you when you're moving like that  
F# Bb  
Slow down everyone you're moving too fast  
B G#7  
Frames can't catch you when you're moving like that